

FIG. 1

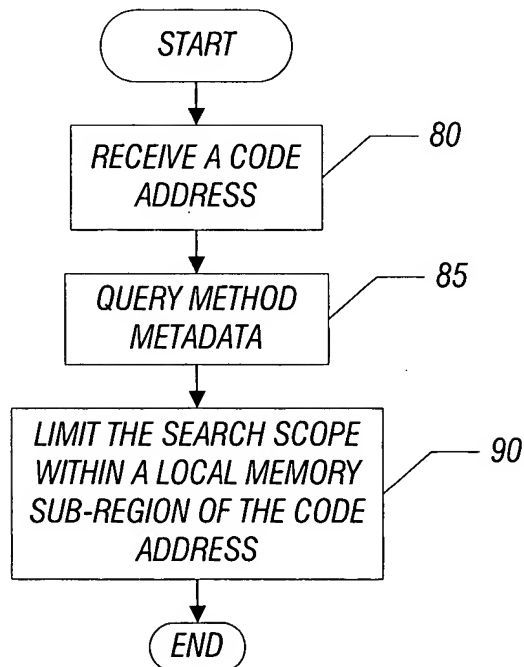


FIG. 2

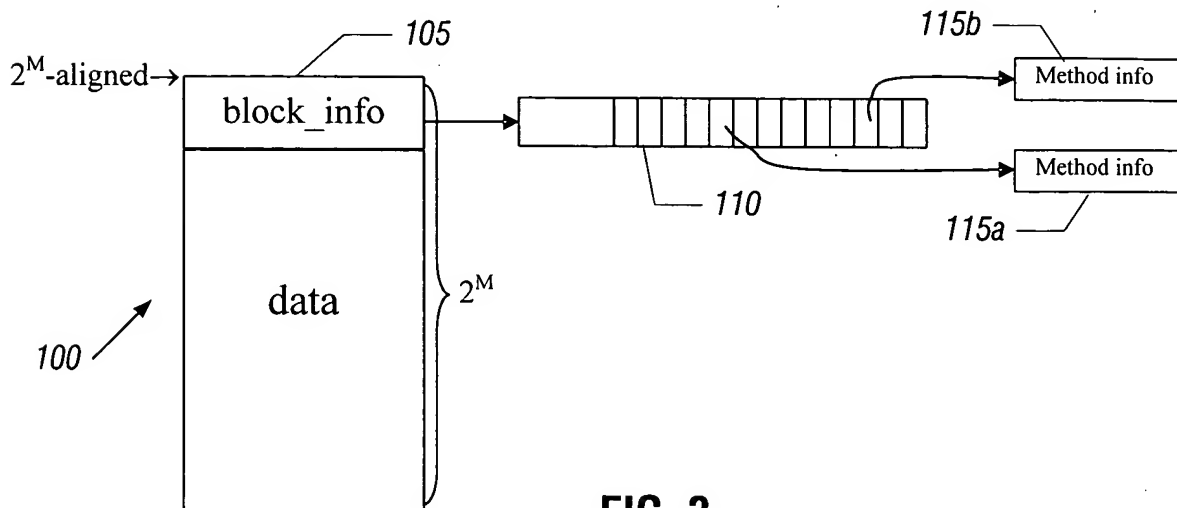


FIG. 3

```
block_info* query_block_info_by_addr(void* addr)
{
    //check whether addr is within the heap
    block_info *bi =
        (block_info*)((uint32)addr >> M) << M);
    return bi;
}
```

FIG. 4

```
method_info *query_method_info_by_IP(void* ip)
{
    block_info* bi=query_block_info_by_addr(ip);
    method_lookup_table *mlt=bi->mlt;
}
```

FIG. 5

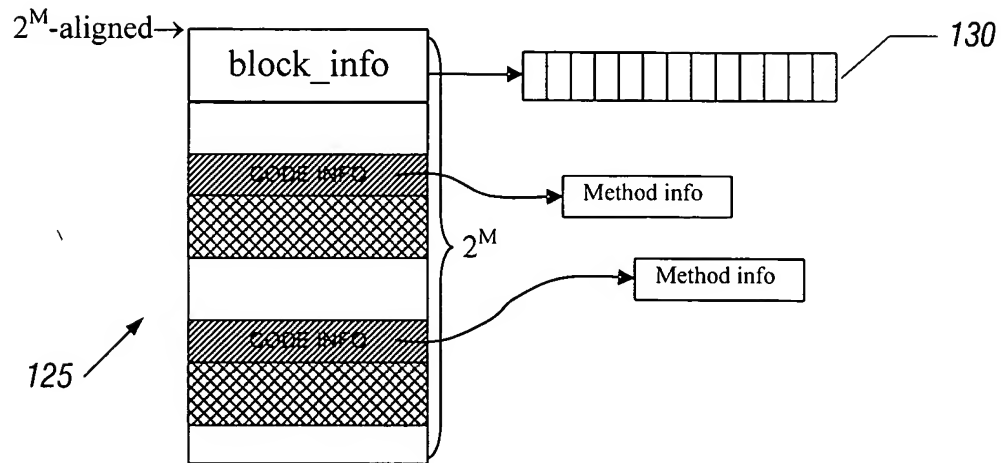


FIG. 6

```

method_info *query_method_info_by_IP(void* ip)
{
    int bit_index = map_address_to_bit_index(A);
    if (bit_index is invalid)
        return NULL;
    bit_index = alloc_bits.last_set_bit_from(bit_index);
    void* code_addr = map_bit_index_to_address(bit_index);
    code_info *ci = (code_info*)code_addr;
    method_info* mi = ci->mi;
}
  
```

FIG. 7

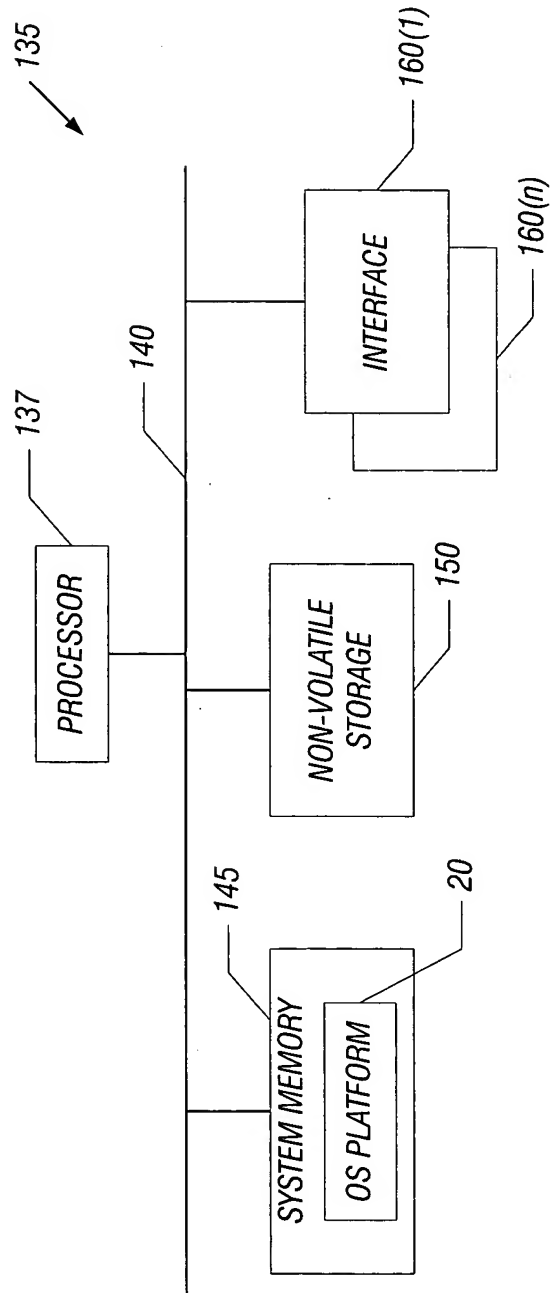


FIG. 8